The Strategic Review

MILITARY MINIATURES * GAMES * SWORDS & SORCERY

SUMMER 1975 Single Copy 50¢ Vol. 1, No. 2

IN MEMORIUM

THIS ISSUE IS DEDICATED TO THE MEMORY OF DONALD R. KAYE, CO-FOUNDER OF TACTICAL STUDIES RULES, LONG-TIME FRIEND, AND FELLOW WARGAMER. DON WAS BORN 27 JUNE 1938 AND DIED 31 JANUARY 1975. WE DEEPLY MOURN HIS PARTING.

TSR --WHY WE DO WHAT WE DO

Editorial Comment by Brian J. Blume

Tactical Studies Rules is not a giant company; it is not even a large one. But we are growing now, and in the future we might attain substantial size. While we must make a profit in order to remain in business, TSR is not around solely to make money. The members of TSR are long-time gamers who have found that there is a great deal of satisfaction in creating and/or publishing a good set of game rules or an enjoyable game, and please note the emphasis on the term gamers. Some attempt to down-grade the game aspect of our hobby and pretend to simulute reality. We at TSR believe that it is impossible to simulate real-life situations, although some of the excitement and challenge of reality can be reflected in a game, although a game always remains a game. Thus, we try to publish rules and games which are easy to play, logical, and still give some of the 'flavor' of the particular era or battle or whatever it is they cover. This, of course, cannot apply to those fantasy and science fiction titles where reality is not usually relevant. In these cases the stress is on providing a framework which excites and challenges the players as they develop their own games. The keynote in all of our publications has been flexibility, tempered with playability, and mixed with the proper amount of "authenticity" so as to retain the sense of historical realism or game realism. We hope you will always find that we have succeeded.

Of course, whatever TSR does is meaningless without your support. We must know if we are providing what you, our fellow hobbyists, really like and want. Sales reports tell us that so far we have been coming pretty close to the mark, but we also welcome your letters telling us what rules or games you would like TSR to produce. Just to make it easier we have included a short section listing a few possibilities, and if you see something you like -- or find we have missed your favorite -- drop us a line and give us the word. In a nutshell, we do not believe that we can ever work too closely with our fellow wargamers, for TSR's sole justification for its existance is to provide you with products which you desire. When I mentioned that the members of TSR were long-time gamers I was speaking of a combined total of about 50 years for the three of us -- that is 50 years of battle gaming, for if chess were to be included it would be more like 75 years! Such experience, even considering our past design work in addition to it, is not sufficient to make us in any way independent of the hobby. So we will always attempt to keep in touch with you as closely as possible. We know that we need your support, not vice versa. Thanks for the confidence you have shown so far!

THE STRATEGISTS CLUB

Because our first issue won't reach anywhere near the circulation of this one until sometime after you're reading this, we are holding off compiling the answers to the poll we ran in Number 1 of SR. If you haven't sent in a card with your choices there is still time to make your votes known. Here is the reason they are important.

THE FIRST ANNUAL STRATEGISTS CLUB AWARDS BANQUET will be held at 7:30 P.M. on the 22nd of August (Friday) 1975 at the Gargoyle Restaurant, only a block north of the Horticultural Hall. Trophies will be awarded for the catagories named in SR 1 (BEST NEW GAME OF 1974, OUTSTANDING DESIGNER, OUTSTANDING WRITER, OUTSTANDING WARGAME MAGAZINE, BEST MINIATURE FIGURE RELEASE, FAVORITE S&S NOVEL OF 1974). The trophies awarded will be inscribed: "Strategists Club Awards, CREATIVITY IN GAMING," and then the catagory and year will appear. Naturally, the awards will be presented after the banquet -- this year sirloin of beef with a keg of ale to wash it down with. Members interested in attending should send a $2.00 registration fee immediately, as a maximum of 50 persons will be able to attend. The $2.00 will cover the entire cost of the banquet, as TSR plans to pick up the major portion of the tab. There will also be a ballot drawing after the awards are presented, and the SC member whose ballot is picked at random will receive a gift certificate good for $20 worth of TSR publications, and that should provide all the incentive necessary for you to vote even if you won't be able to attend the banquet.

This time we are asking you to let us know what you think of the following possibilities for miniatures rules and game offerings. These questions are directed at Strategists Club members on the assumption that you are the more dedicated and active individuals amongst our

PUBLISHERS STATEMENT:

The STRATEGIC REVIEW is published quarterly by Tactical Studies Rules, 542 Sage Street, Lake Geneva, WI 53147. It is available by subscription at the rate of $1.50 per four issues. Single copies and back issues are available at 50¢ each, but availability of all back numbers is not guaranteed. (Subscriptions and single copies sent outside the U.S. and Canada are $2.50 and 80¢ respectively, and payment must be made in U.S. currency or by International Postal Money Order.) All material published herein becomes the exclusive property of the publisher unless special arrangements to the contrary are made.

Unsolicited material cannot be returned unless accompanied by a stamped return envelope, and no responsibility for such material can be assumed by the publisher in any event. All rights on the entire contents of this publication are reserved, and nothing may be reprinted in whole or in part without written permission of the publisher. Copyright 1975 by Tactical Studies Rules.

Editor -- E. Gary Gygax
Associate Editor-- Brian Blume

Change of Address should be sent as soon as possible, and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

audience (so don't disappoint us). Please drop a card listing your reaction by the numbers 9-0; 9=wonderful; 4-5=about average, 1=horrid; and a zip means you wouldn't even give the offering a thought.

A. Ancient-Rules
B. Wild West Rules
C. Napoleonic Naval Campaigns
D. More D & D Supplements
E. STAR PROBE Additions
F. Medieval Rules for the Crusades (compatible with CHAINMAIL)
G. Rules for Aurthurian Legend (compatible with CHAINMAIL)
H. Rules for Robin Hood (compatible with CHAINMAIL)
I. American Civil War Rules
J. Revolutionary War Rules
K. Napoleonic Wargame Rules for Super-Large Battles
L. Colonial Wars
M. WW I
N. FIGHT IN THE SKIES game
O. A Fantasy Boardgame
P. A Battle Game Similar to those Offered by AH & SPI
Q. A "Dippy" Variant with Rules and Full-Sized Mapboard
R. Name Your Own Poison

Don't forget that as a 'Club member you are entitled to an additional 25¢ off on Discount Coupon purchases, and that means you save an extra 25¢, 50¢, or 75¢ depending on how many of the selections you buy. Those members- interested in future playtesting should let us know, indicating whether their interest is in boardgames or miniatures.

To join the Strategists Club you need only send your name and address along with one dollar to THE STRATEGIC REVIEW, 542 Sage Street, Lake Geneva, WI 53147, and tell us you want to join. We will do the rest. Of course, you must be a subscriber to this publication before you can join the 'Club.

CAVALIERS and ROUNDHEADS RULES ADDITIONS

As is typical with any first publication of a set of rules, things which seemed perfectly clear to those who had played them from inception were not so plain to others. So we offer here a few additions and clarifications to C&R which should help to settle any problems you may have experienced in your ECW games:

Movement: Under the heading of "Formation and Changing" amend the wording as follows:

1. Pikemen and other formed infantry may either move or change their facing or formation in any turn, but they may not do both. In pike formations all pikemen must face the same direction except during melee when it is permissible to vary facing.
4. Dragons do not charge-gallop or melee from horseback, although the front rank of mounted dragoons may fire (but not reload) at an enemy.

Fire: There are three operations possible during a turn:

a. load
b. fire
c. move (insofar as it effects loading/firing)

The number of operations possible for troop types will be stated in the appropriate sections.

Pistol Fire: Pistols cannot be reloaded during melee or the course of a charge-gallop move.

Musket Fire: Musketeers can perform two operations during any turn they are not already engaged in melee, i.e. load, fire, and/or move.

Roll one die for each musketeer when fire is taken.

Artillery Fire: Light artillery can perform two operations during any turn they are not already engaged in melee, load, fire, and/or move. These two operations can be managed by as few as two crewman. If one crewman only serves the gun it can fire only or load only. No movement is possible in the latter case, and the gun must fire straight ahead.

Field of fire for artillery able to move is 30 degrees to either side without counting as a move operation.

Heavy artillery perform but one operation per turn, and its field of fire is 15 degrees to either side.

Terrain effects Upon Fire: The forth rule regarding "Reloading" should appear here.

Reloading: In addition to removal of the forth rule from this section the word "Artillery" should follow the heading so as to read "Reloading Artillery".

Melee: On page 13 prior to the paragraph regarding the number of rounds of melee per turn add the following paragraph:

"If a unit elects to retreat voluntarily from a melee before the found of fighting begins the opponents gain free attacks at the dice indicated as if a normal melee were in progress. After casualties are extracted the voluntarily retreating unit is moved back."

Also add the following statements at the end of the section:

"Flank attacks are not returned by the flanked unit on the first round of melee only. Thereafter the attack is treated normally. Rear attacks are not returned by the unit attacked in the rear during any round of melee."

Morale: Check each unit by stand for direction of retreat as this is the way to gain the proper effect of disorganization. Retreats are in addition to normal movement and are taken immediately when called for in the rules.

It should be noted that Musketeers in retreat may always pass freely through other units. That is, regardless of whether or not the unit passed through must check morale, the Musketeers are not further penalized or otherwise stopped by such friendly units.

Add +1 for the following (add these to the list)

- If "personality figure" (such as Rupert, Essex, Cromwell, etc.) with a unit
- If pushing the opponent back in melee
- If attacking retreating enemy

Subtract -1 for the following: (add these to the list)

- If surrounded (if morale fails unit surrenders)
- If below 50% of original strength

Obedience: To see if a unit disobeys it should be checked each turn it is behind the enemy lines.

Other Parlimentarian Horse Regiment (page 21) should state it has a total of 20 figures rather than 15.

Artillery (page 21) Should say that 3 figures should be used to represent the crew of a light gun and 4 crew should be used only far heavy batteries.

WARGAMING WORLD

Convention season is upon us, and from now until Autumn we'll be barraged with information about and regularly importuned to attend them. There are so many, in fact, that we will simply suggest that you look in just about any information 'zine and you will find one which you will wish to attend. The only exceptions we are making are two conventions which are being advertised herein, AH's ORIGINS I and TSR's own ,GENCON VIII. You should make a point of attending either or both of these events, for they are an experience unique to wargaming.

There is a rumor that CONFLICT magazine is readying an issue, but it might be some time before it comes out. On the demised list it appears that we can list BATTLE FLAG and EL CONQUISTADOR. There are a number of interesting replacements, although not of the same professional quality. SIGNAL, P.0. Box 830, CFPO 5056, Bellville, Ont., Canada, is a newszine which covers games and conventions and news from the U.S., Canada, Great Britian, and Europe, At 6 issues (bi-weekly) for $1.00 you can't go wrong. Wargame enthusiasts in the Midwest will be particularly interested in MIDWEST GAMING REVIEW 317 Linwood, Rochester, MI 48063. It is the official organ of the Midwest Gaming Association, and it carries a number of reviews, strategy/tactics articles, and the like besides Association news. Subscription is by membership to the MGA only, but that is only a couple of dollars per year, so why not drop a line to them if you are interested -- if is a good deal. Flying Fuffalo, Inc., P.O. Box 1467, Scottsdale, AZ 85252, is also entering the field of information publications with its WARGAMER'S INFORMATION, a mimeoed 'zine with letters, club news, reviews, and a very interesting classified ad section. Basic subscription rate is $2 for 12 issues. Scott Rich may hate me for this, but

I cannot resist mentioning his postal Midgard variant game and its attendant 'zine BEL-RAN RUMOR MONGER. It is doubtful if he has any current openings, but if you are interested in postal S & S games it would be worth your trouble to send an inquiry (but be sure to include a stamped return envelope !). Scott is also working up a "Swords & Sorcery Diplomacy Variant", and from the draft I saw it would be worth a try, so if he plans to run that it should prove to be a lot of fun. The spells he includes are the likes of "The Misty Fortress","The Berserker", "The March Nowhere", and "The Quick Winter". The address is: Scott Rich, 1640E 1140 N, Logan UT 84321. On the subject of Midgard, Tom Drake, Rt. 10, Box 293 K, Cookville, TN 38501, is reportedly in desperate need of assistance typing stencils. Tom, the creator of Midgard is willing to pay for stencils and the postage both ways, so if you'd like to help out, please let him know.

Looking for a bit of surcease from your sorrow? Get BLEAK DECEMBER, with listings of books on Hobbits, S&&, Horror, Franzines, rules and other Forgotten Lore. Send a quarter for 2 issues, or $1 for 9. The address is BLEAK DECEMBER, Box 73, Coloma, WI 54930, and tell 'em a raven sent you.

FANTASTIC STORIES has changed its subtitle to "Swords & Sorcery and Fantasy". S & S has been slighted in the past, and it is indeed refreshing to see that the popularity of the genre is returning. Better still, there were two full page ads in the April issue for wargame products (including one which lists D & D and WARRIORS'). Most wargame enthusiasts are readers of science fiction, fantasy, and swords & sorcery. Perhaps we can turn fans of the genre into wargamers. Science fiction, fantasy, and swords & sorcery wargames and wargame products appear to be the coming thing. AH is fishing to see if its followers are interested in that sort of a title. SPI has one sf game out, and there are rumors of more to come. There are tactical miniatures rules for sf play to compliment the several lines of space figures. TSR plans to expand its line (as we planned long before the rush began). This plethora of material should certainly help to attract people to wargaming, and if you happen to enjoy this extra imaginative type of wargaming there are good times ahead !

Large wargame clubs aren't the factor they used to be in the "old days", but they still exist. While they are primarily a phenomenon of boardgaming, they still form a vital part of the hobby. It is these groups which generally run conventions and publish the little newsletters which are both important to the continuity of the whole hobby. You should support whatever club or clubs you choose, whether it is a dignified association or a wild-and-wooly bunch with a militaristic name set to conquer the wargaming world (rare birds now). All this is occassioned by the seeming demise of SICL. Your Editor never particularly agreed with their aims as a club, but the Spartans helped to develop the hobby, and if they have in fact come to an end it will certainly be an end of a wargaming era.

QUESTIONS MOST FREQUENTLY ASKED ABOUT DUNGEONS & DRAGONS RULES

The space limitations of D&D (and it was difficult to get all we managed to in three booklets!) forced us to gloss over certain areas, hoping that this would not cause undue problems for readers. While the number of letters with questions regarding D & D indicates that our assumption was correct, even one or two percent of the readers represents too large a portion of unsatisfied buyers, so we herewith offer a few more details in those areas where questions most frequently occur. In addition, there are a few errors which have been corrected by means of additional sheet in the latest printing of D & D. Those of you with sets of the rules which do not contain these corrections can acquire one simply by sending a stamped return envelope to TSR requesting "D & D Corrections".

Combat: CHAINMAIL is primarily a system for 1:20 combat, although it provides a basic understanding for man-to-man fighting also. The "Man-To-Man" and "Fantasy Supplement" sections of Chainmail provide systems for table-top actions of small size. The regular CHAINMAIL system is for larger actions where man-like types are mainly involved, i.e. kobolds, goblins, dwarves, orcs, elves, men, hobgoblins, etc. It is suggested that the alternate system in D & D be used to resolve the important melees where principal figures are concerned, as well as those involving the stronger monsters.

When fantastic combat is taking place there is normally only one exchange of attacks per round, and unless the rules state otherwise, a six-sided die is used to determine how many hit points damage is sustained when an attack succeeds. Weapon type is not considered, save where magical weapons are concerned. A super hero, for example, would attack eight times only if he were fighting normal men (or creatures basically that strength, i.e., kobolds, goblins, gnomes, dwarves, and so on).

Considerations such as weapon-type, damage by weapon-type, and damage by monster attack tables appear in the first booklet to be added to the D & D series -- SUPPLEMENT I, GREYHAWK, which should be available about the time this publication is, or shortly thereafter.

Iniative is always checked. Surprise naturally allows first attack in many cases. Iniative thereafter is simply a matter of rolling two dice (assuming that is the number of combatants) with the higher score gaining first attack that round. Dice scores are adjusted for dexterity and so on.

Combat Example:

10 ORCS surprise a lone Hero wandering lost in the dungeons, but the die check reveals they are 30' distant at the time of surprise, so they use their iniative to close to melee distance. Iniative is now checked. The Hero scores a 3, plus 1 for his high dexterity, so it is counted 4. The Orcs score 6, and even a minus 1 for their lack of dexterity (optional) still allows them first attack. As they outnumber their opponent so heavily it is likely that they will try to over-power him rather than kill, so each hit they score will be counted as attempts to grapple the Hero:

- Assumed armor of the Hero: Chainmail & Shield -- AC 4.
- Score required to hit AC 4 -- 15 (by monsters with 1 hit die).
- Only 5 Orcs can attack, as they haven't had time to surround.

Assume the following dice scores for the Orcs attacks:
Orc #1 - 06; #2 - 10; #3 - 18; #4 - 20; #5 - 03.

Two of the Orcs have grappled the Hero, and if his score with 4 dice is less than their score with 2 dice he has been pinned helplessly. If it is a tie they are struggling, with the Hero still on his feet, but he will be unable to defend himself with his weapon. If the Hero scores higher than the Orcs use the positive difference to throw off his attackers, i.e. the Hero scores 15 and the Orcs scored but 8, so the Hero has tossed both aside, stunning them for 7 turns between them.

- Round 2: Iniative goes to the Hero.
- Score required to hit Orcs -- 11 (4th level fighter vs. AC 6).

Assume the following dice score by the Hero. Note that he is allowed one attack for each of his combat levels as the ratio of one Orc vs. the Hero is 1:4, so this is treated as normal (non-fantastic) melee, as is any combat where the score of one side is a base 1 hit die or less.

Hero: 19; 01; 16; 09. Two out of four blows struck. There are 8 orcs which can be possibly hit. An 8-sided die is rolled to determine which have been struck. Assume a 3 and an 8 are rolled. Orcs #3 and #8 are diced for to determine their hit points, and they have 3 and 4 points respectively. Orc #3 takes 6 damage points and is killed. Orc #8 takes 1 damage point and is able to fight.

- All 7 surviving/non-stunned Orcs are now able to attack.

Continued attempts to over-power the Hero are assumed, and no less than 4 Orcs are able to attack the Hero from positions where his shield cannot be brought into play, so his AC is there considered 5, and those Orcs which attack from behind add +2 to their hit dice. In the case it is quite likely that the Orcs will capture the Hero.

Saving throws for monsters are the same as for the appropriate type and level of man, i.e. a balrog would gain the saving throw of either a 10th level fighter or a 12th level magic-user (the latter based upon the balrog's magic resistance), whichever score is the more favorable for the balrog. A troll would be equal to a 7th level fighter as it has 6 dice +3, virtually seven dice.

Morale: This is a factor which is seldom considered. The players, basically representing only their own character and a few others, have their own personal morale in reality. Unintelligent monsters fight until

death. Occassionally, however, it is necessary to check either troops serving with a party (in whatever respect) or the morale of intelligent monsters. This is strictly a decision for the referee . The system used is likewise up to the referee, although there is one in CHAINMAIL which can be employed, or he can simply throw two dice -- a 2 being very bad morale, a 12 being very good morale. With situational adjustments this score will serve as a guideline for what action will be taken by the party checked.

Experience: Low value should be placed upon magical items as far as experience is concerned, as such items will be highly useful in gaining still more treasure. Thus, in the Greyhawk campaign a magic arrow (+1) is worth a maximum of 100 points experience, a +1 magic sword with no special abilities is valued at a maximum of 1,000 points, a scroll of spells at either 500 or at 100 points per level per spell (so a 6th level spell is worth a maximum of 600 experience points), a potion is worth between 250 and 500 points, and even a genie ring is worth no more than about 5,000 points maximum. Valuable metals and stones, however, are awarded experience points on a 1 gold piece to 1 experience point ratio, adjusted for circumstances -- as explained in D & D, a 10th level fighter cannot roust a bunch of kobolds and expect to gain anything but about 1/10th experience unless the number of the kobolds and the circumstances of the combat were such as to seriously challenge the fighter and actually jeopardize his life. For purposes of experience determination the level, of the monster is equivalent to its hit dice, and additional abilities add to the level in this case. A gorgon is certainly worth about 10 level factors, a balrog nut less than 12, the largest red dragon not less than 16 or 17, and so on. The referee's judgement must be used to determine such matters, but with the foregoing examples it should prove to be no difficulty.

Spells: A magic-user can use a given spell but once during any given day, even if he is carrying his books with him. This is not to say that he cannot equip himself with a multiplicity of the same spell so as to have its use more than a single time. Therefore, a magic-user could, for example, equip himself with three sleep spells, each of which would be usable but once. He could also have a scroll of let us say two spells, both of which are also sleep spells. As the spells were read from the scrolls they would disappear, so in total that magic-user would have a maximum of five sleep spells to use that day. If he had no books with him there would be no renewal of spells on the next day, as the game assumes that the magic-use gains spells by preparations such as memorizing incantations, and once the spell is spoken that particular memory pattern is gone completely. In a similar manner spells are inscribed on a scroll, and as the words are uttered they vanish from the scroll.

CREATURE FEATURES

PRESENTING A NEW DUNGEONS & DRAGONS MONSTER FOR YOUR ENJOYMENT.

The Roper:

Number Appearing 1-3

Armor Class 0

Move 3"

Hit Dice 10-12 (8's)

% in Lair 90%

Type Treasure D*

Bite for 5 - 20 points

Strand hit = must save vs. Poison

Magical Resistance 80%

Cannot be Charmed

Highly Intelligent

Alignment C

This monster appears to be a mass of foul, festering corruption. The Roper is cigar-shaped, about 9' long, with a diameter of some 3'. It can stand upright in order resemble a pillar or stalagmite or flatten itself at full length upon the floor so as to look like nothing more than a hump. The Roper has six strands of strong, sticky rope-like excretion which it can shoot from 2" - 5". A hit causes weakness (50% from strength) in 1-3 turns, and the Roper then draws its prey into its toothy maw where it is quickly devoured. The chance for breaking a strand is the same for opening a door, but every turn the Roper will drag the victim 10' closer. This yellowish-gray beast is unaffected by lightning, takes half-damage at most from cold, but is very suseptable to fire (-4 on its saving throw).

*metal only as it devours anything else; however, it has a gizzard-like organ which can contain gems (if the roll' for treasure so indicates) from 20-50 in number

RANGERS I

AN EXCITING NEW DUNGEONS & DRAGONS CLASS

By Joe Fischer

Rangers are a sub-class of Fighting Men, similar in many ways to the new sub-class Paladins, for they must always remain Lawful or lose all the benefits they gained (except, of course, experience as a fighter). Strength is their Prime Requisite, but they must also have both Intelligence and Wisdom scores of at least 12 each, and a Constitution of at least 15. The statistics regarding Rangers are:

Rangers	Experience Points	Hit Dice*	Spell Ability**
Runner	0	2	Nil
Strider	2500	3	Nil
Scout	5000	4	Nil
Guide	12000	5	Nil
Pathfinder	25000	6	Nil
Warder	50000	7	Nil
Guardian	100000	8	Nil
Ranger-Knight	175000	9	Cleric, 1st Level
Ranger-Lord	275000	10	+Magic-User, 1st Level
Ranger-Lord, 10th	550000	10 +2	+Cleric 2nd Level
Ranger-Lord, 11th	825000	10 +4	+Magic-User 2nd Level
Ranger-Lord, 12th	1100000	10 +6	+Cleric 3rd Level
Ranger-Lord, 13th	1375000	10 +8	+Magic-User 3rd Level

*either with the standard system or the alternate system which allows fighters 8-sided dice

**spell progression is as follows: when only 1st Level are usable, then only one spell is usable, when 2nd Level spells can be taken then the R-L gets 2 1st Level and 1 2nd Level, and at 3rd Level it is 3, 2 and 1 respectively.

Until they attain the 8th level (Ranger-Knight) characters in the Ranger class are relatively weak, for they have a number of restrictions placed upon them, These restrictions are:

- They may own only that which they can carry with them, and excess treasure or goods must be donated to a worthy cause.
- They may not hire any men-at-arms or other servants or aides of any kind whatsoever.
- Only two of the class may operate together.

Advantages which accrue to low-level Rangers are:

+They receive no regular bonuses for advancement due to ability, but they automatically gain 4 experience points for every 3 earned.

+They have the ability to track the path of most creatures when outdoors, and even in dungeons they are often able to follow:

Monster's Action	Regular Needs to Track
goes down a normal passage	01 - 65
goes through a normal door	01 - 55
goes through a trap door	01 - 50
goes up/down a chimney	01 - 40
goes through a secret door	01 - 30

The ranger so tracking must have observed the monster no more than six turns previously when in dungeon situations. On the outdoor he has a basic 90% chance of following a trail, with a 10% reduction for every day old the signs are.

Because of their ability to track Rangers also are difficult to surprise, requiring a roll of 1 instead of 1 or 2.

All Rangers gain a special advantage when fighting against monsters of the Giant Class (Kobolds - Giants). For each level they have gained they add +1 to their damage die against these creatures, so a 1st Level Ranger adds +1, a 2nd Level +2, and so on.

Upon reaching the 8th and higher levels, Rangers begin to accrue a number of advantages besides the use of spells already indicated.

+From 2-24 followers will join the character as soon as 9th level is attained by him. These followers are detailed later.

+Ranger-Knights are able to employ magic items which heal or cure disease, including scrolls.

+Ranger-Lords are able to employ all devices which deal with Clairvoyance, Clairaudience, ESP, Telepathy, Telekenesis, and Teleportation, including scrolls.

Drawbacks which apply to the 8th and higher levels are:

-The 4 experience points for every 3 earned bonus is lost.

- Followers who are killed cannot be replaced, although regular mercenaries can be.

-As already mentioned, if a Ranger turns Neutral or Chaotic he loses all benefits of the class, becoming an ordinary Fighting Man.

Special Followers: For each of the 2-24 followers the Ranger gains a dice roll must be made to determine what the follower is. Further dice rolls to determine type, class, and/or level will also be necessary.

Type	
01 - 60	Man
61 - 75	Elf or Half-Elf
76 - 90	Dwarf
91 - 99	2 Hobbits
00	Extraordinary (see below)

Class (Men Only)	
01 - 50	Fighter
51 - 75	Cleric
75 - 95	Magic-User
95 - 00	Thief

Multi-Class (Elves Only)	
01 - 50	Fighter
51 - 75	Fighter/Magic-User
76 - 90	Magic-User
91 -00	Fighter/Magic-User/Thief

Level of Ability (Roll for each)	
01 - 50	2nd Level
51 - 65	3rd Level
66 - 80	4th Level
81 - 90	5th Level
91 - 99	6th Level
00	7th Level

Extraordinary Followers

01 - 20	Ranger, 3rd - 7th Level
21 - 40	Lawful Werebear
41 - 55	2 Unicorns
65 - 70	Pegasus
71 -80	Hill Giant
81 - 90	Stone Giant
91 - 99	Golden Dragon
00	Take two rolls ignoring any 00's which might come up

Where not otherwise specified Rangers perform as Fighting Men. They may build strongholds. In all cases the Ranger will prefer Lawful to Neutral types.

MEDIEVAL POLE ARMS

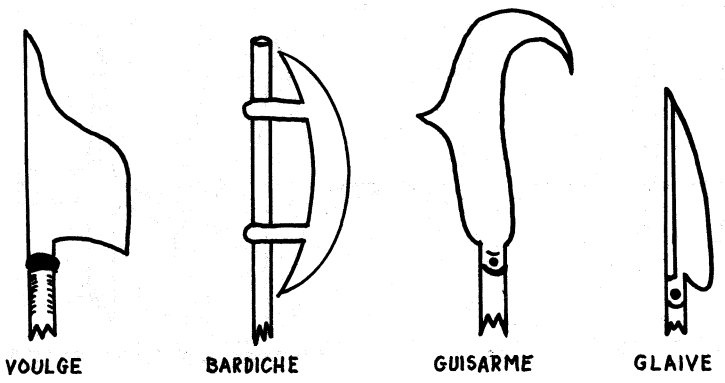
A SPECIAL FEATURE THIS ISSUE WHICH COMBINES THE REGULAR COLUMNS THE ARMORY AND CASTLE & CRUSADE

By Gary Gygax

Medieval infantry employed a variety of weapons, most of which were simple and inexpensive to manufacture, and most with long shafts to do either or both of the following:

- Provide sufficient force to cleave through armor;
- Keep mounted enemies at a distance and inflict wounds upon them if possible.

As was discussed in the last issue, the spear, unless lengthened to pike length, was generally unsuitable for either of these purposes, and the pike was found too difficult to handle in large formations in most cases. So a variety of pole arms gradually developed; and the common infantry, levies, and peasants were typically armed with mixtures of such weapons. A sketch and short description of some of the more common types of Medieval pole arms is given below. Thereafter, a table giving the scores required for each of these pole arms as an addition to the CHAINMAIL "Man-To-Man" Melee Table is shown.

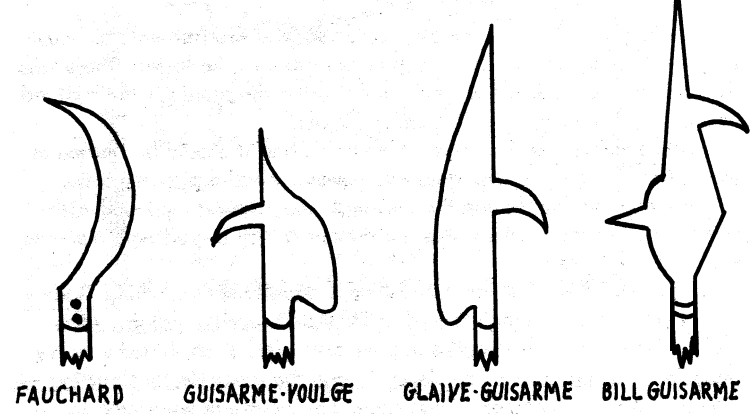


The Voulge was one of the earliest developments in pole arms. It combined a cleaver-like blade of some considerable weight with a short spear-like projection for thrusting. The relatively narrow cleaver, when swung with force on its long shaft, was quite capable of splitting open even heavy plate armor. Length: 8' and upwards.

The Bardiche was similar to the Voulge, but the blade was both longer and heavier. It included no thrusting ability, but it was sometimes backed by a spiked hammer head. Because of its weight and length it was very effective against footmen in less than the best armor, but the weapon was very cumbersome and took great strength to employ. It was a favorite of the Russians. Length: 4' to 5'.

The Guisarme in its basic form also lacked any thrusting threat. It did, however combine a cutting edge with a piercing spike and a hook for pulling mounted opponents from their saddles, and it was improved upon rather quickly. The basic form of this weapon is drawn from the bill used for pruning trees. Length: 8' and upwards.

The Glaive was basically a single-edged sword, rather like a cutlass, on a pole. As the blade was fairly heavy, it did provide some striking threat, but it was primarily designed as a thrusting weapon and useful in keeping mounted men at a distance. Length: 8' and upwards.

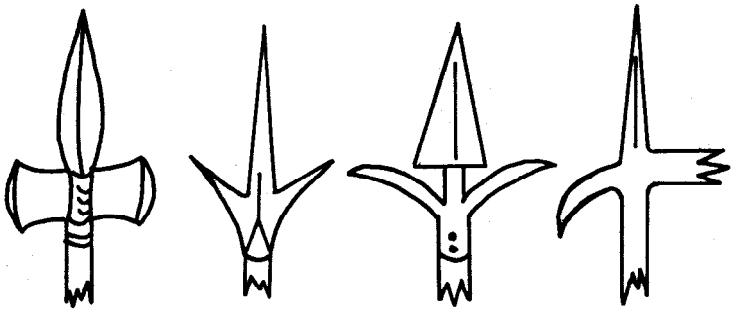


The Fauchard was similar to the Glaive, but its origins are certainly from the lowly peasant of the Middle Ages, as the weapon is quite simply a sickle on a long shaft. As the basic form of the Fauchard developed it became more and more like the Glaive; and the two are often indistinguishable. Length: 8' and upwards.

The Guisarme-voulge combined the major features of the two weapons from which it draws its name. It had the cutting edge and hook of the Guisarme as well as the heavy cleaver-like blade and point of the Voulge. Length: 8' and upwards.

The Glaive-guisarme was another combination weapon. Herein the sword-like blade of the Glaive was thickened somewhat to resemble the bill-type weapon, and to this thickened blade was added a hook. The Glaive-guisarme closely resembles the Guisarme-voulge, but the basic form of the first is the sword while that of the latter is the cleaver. Length: 8' and upwards.

The Bill-guisarme is the third of the combination-type weapons which closely resemble one another. Its two most distinguishing features are the spike and the placement of its cutting edge on its concave (or sometimes vertical) edge; while the others have their cutting edges on their convex edges. Some forms of the Bill-guisarme were quite heavy in the blade in order to lend force to any blow delivered. Length: 8' and upwards.



The Partisan was a combination of the spear with the axe, as is indicated by smallish axe heads on either side of the spear blade. With the Partisan the wielder could either strike or thrust, although the small size of its striking surface tended to make that a secondary usage. It exists in many forms, and the axe blades were nearly non-existant in many. Length: 10' to 12' and more.

The Spetum is simply a Partisan where the spear head has been considerably lengthened and thinned and the axe head give, way to secondary spear points with which to catch enemy weapons or armored enemies who have avoided the thrust of the major point. Length: about 10'.

The Ranseur is another form of Partisan, again altered similarly to the Spetum. The Ranseur, however, had a broad point, and the two secondary points were formed so as to both catch enemy weapons and allow its user to use them as hooks with which to pull mounted men from their horses. Length: about 10'.

The Lucern Hammer was quite similar to the Halberd in that it had a striking surface on one side, a hook on the other, and the whole was topped by a thrusting point. However, the striking surface, unlike the Halberd, was a heavy hammer-like head with three points to pierce armor. In addition, the spear point at the tip was generally longer than that of a Halbred. Length: 5' to 6'.

The Pole Axe is basically covered already in the Halberd, although the effectiveness of the former was not as great as the latter. Those who so desire can include the weapon by adjusting the score for the Halbred upwards by one in the top five armor classes.

The Lochaber Axe is a type of Halberd, and it should be treated as such. As many forms of the Halberd, however, had a piercing spike rather than a hook opposing the cutting blade, figures equipped with this kind of weapon can be allowed the capability of pulling a mounted man from his horse.

Because of the great length of some of the shafts with which Godendags were equipped with, as well as for their spearlike poings, some authorities class these weapons as pole arms also. It combined a heavy head for crushing, spikes fur piercing, and the spear tip for thrusting -- a mace/morningstar/spear. These basic considerations were used in constructing the scores for the basic category of Morning Star, so a separate Godendag will not be listed.

When consulting the table of varieties of pole arms please note that the various types now have different classes as regards first strike. If the varieties are used the old catch-all rating of 9. must be waived in favor of the new rating given for each.

MEDIEVAL POLE ARMS ADDITION TO THE CHAINMAIL MAN-TO-MAN COMBAT TABLE

	DEFENDER'S ARMOR PROTECTION TYPE									
TYPE OF POLE ARM	No Armor	Leather or Padded Armor	Shield Only	Leather Armor + Shield	Chain, Banded, Studded, or Splint Mail	Chain Mail + Shield Chain +	Plate Armor Chain+ + Shield	Plate Armor + Shield	Horse No Armor	Horse Barded
10. Voulge	8	8	8	7	7	7	8	9	6	8
10. Bardiche	5	5	6	6	7	8	9	10	8	10
10. Guisarme (bill book)	8	8	9	9	9	10	10**	11**	8	10
9. Glaive	7	7	8	8	7	8	9	10	5	7
9. Fauchard	6	6	7	7	7	8	8	9	6	8
10. Glaive-guisarme	7	7	8	8	7	8	9**	10**	7	9
10. Guisarme -Voulge	5	5	6	6	6	7	8**	9**	7	9
10. Bill-guisarme	6	6	7	7	8	9	9**	10**	6	8
9. Partisan	8	8	8	8	8	8	9	10	7	9
9. Spetum	7	7	7	7	8	9	9	10	6	8
9. Ranseur	8	8	8	8	8	9	9**	10**	7	9
9. Lucem-Hammer	8	8	8	8	7	8	8**	9**	7	9

** - 1 if used to dismount horseman

TSR NEWS

Things are happening around here so quickly it is difficult to keep pace. We like to keep you informed of developments, but at the same time this column must be written a number of days prior to taking the whole of the newsletter to the printer, and there is a delay of perhaps three weeks between that time and the time when you receive this in the mail. A lot can happen in a month, and it has been turning out that way. You will note that we are offering discounts on three titles -- CHAINMAIL, PANZER WARFARE, and "GREYHAWK" (D&D Supplement I). We had an unexpected surge of income which allowed us to rush ahead with production of those booklets, and we hate to keep you waiting! Now we are lining up our sights on our rules for the "Wild West" and a set of ancient wargame rules. BOOT HILL will cover both single games and campaigns for 1:1 play. We have tested and reworked them for over a year, and they are at the stage (pardon !) where little more can be done to improve them, i.e. ready to publish. Play isn't too serious, generally speaking, but it is loads of fun and moves quickly. Brian Blume co-author them, and Brian will be doing a regular feature from SR #3 onwards. It will be entitled "Gallery of Gunfighters" and will include both specific and general information regarding the art of gunfighting and the gunfighters themselves. CLASSIC WARFARE is the overall title for the ancients set which will be comprised of four booklets. Each booklet will cover a successively later period of time, and each will include a complete set of rules. Having complete rules in each booklet serves two purposes: it makes each volume complete in itself, so if you are interested only in ancient Egypt, for example, you need buy only the first booklet. Even if you have the entire set four complete sets of rules are not superfluous, for it enables up to four players to have copies of the rules handy, and if your games are anything like ours, that is a real necessity! Each booklet will be sub-

titled according to the general period it covers: "Chariots", "Phalanxes," "Legions", and "Iron Riders". Those of you who have read the ancient articles in WARGAMER'S DIGEST written by your Editor will have some idea of what the set will be like. Does this increase in production mean that we ore about caught up with possible offerings in the way of rules and games? No chance! If we manage to step up production to one a month we'll be able to keep providing you with new goodies for about a year and a half from ready manuscripts and committments from various authors.

All this doesn't mean we are not interested in hearing about a rules set or game you have designed, for we depend upon the "independents" for the bulk of our material. Some of our products are done by TSR people, but as we've mentioned before, they are individuals too ! Besides, we don't receive submissions in all of the periods desired, so some titles will undoubtedly be done by our staff in the future also . . . Keep them coming boys! We'll see you at GenCon, or if you can't make it there perhaps we'll soon be able to attend more of the conventions held elsewhere -- there is nothing like a personal chat to find out what we can do to provide what you want. TSR is now considering doing a fifth edition of FIGHT IN THE SKIES, our first shot at boardgames.

Finally, be prepared for an increase in the price of multi-sided dice sets. The volume of business we do in dice is increasing, and what has been carried as an accomodation has reached the point where it is barely breaking even; then the manufacturer upped our price by some 35%. The cost will go to $2.50/set immediately.

You will undoubtedly wonder why PANZER WARFARE, a booklet of twenty-eight pages costs $4.00, while CAVALIERS and ROUNDHEADS with thirty-six pages sells for $3.00. We argued this very thing with our printer, all to no avail. That shifty fellow had the gall to point out that cover stock had increased 100% in price since C &R was done, paper likewise went up 50%, various miscellaneous supplies (ink, plates and the like) had doubled in cost also, and salaries and wages for his employees had unfortunately (imagine!) been increased to keep pace -- almost -- with galloping inflation. Nothing spoils a good argument like hard facts, so we shut up and quietly stole away, but the upshot was a cover figure of four bucks on PANZER WARFARE. We hate to do it, and in fact our Kindly Printer hated to sock us for the extra dollars too, but that is the result of a miserable economy, and what can any of us do about it ? Anyway, if you decide to send ticking packages, be sure that the printer gets one also . . .

Write 'CONVENTION' • c/o T.A.H.C. • 4517 Harford Rd • Balto., Md. 21214 • (301) 254-5300

ORIGINS I

WARGAMING/MINIATURES NATIONAL CONVENTION

Board Wargaming Tournaments • Miniature Wargaming Tournaments • Diplomacy Tournaments • Diorama Displays and Competition • Computer Wargaming • Dealer Exhibition/Sales Area • Most Major Boardgame, Miniatures, Publications Companies • Closed-circuit TV Demonstrations • Collector's Auction • Low-cost, On-campus Housing • More Activities Added Every Week!!!

DATE: July 25, 26, 27, 1975
PLACE: Johns Hopkins Univ.
Baltimore, Md.

Now, for the first time ever, this hobby gets it all together in one BIG package by way of the largest, most lavish, most exciting convention ever seen. With support from all the major companies, clubs, and publications, this epic convention promises to be the landmark event of the decade. Everyone who is anything in the boardgame, miniatures, model, Diplomacy fields will be there. Professionally planned and executed, ORIGINS I will take place in the new, luxurious Student Center (and adjacent buildings) on the campus of the Johns Hopkins University in Baltimore. Get a carload of people together, hit the road, and we'll see YOU at ORIGINS I!

For Pre-registration, Dealer Exhibition, or further information send an SSAE to: 'CONVENTION' c/o T.A.H.C., 4517 Harford Road, Balto., Md. 21214.

Co-sponsored by Interest Group Baltimore and the JHU Historical Simulation Society in co-operation with The Avalon Hill Game Company.

PANZER WARFARE: ADDITIONAL UNIT ORGANIZATIONS

By Brian Blume

Due to space limitations, PANZER WARFARE included only a basic number of unit organizations. The following may be added to those in the rules, and utilize the same format. More organizational information will appear in future issues of this publication.

France:

Division Type	Battalion Type	No. of Bn's (& Year)	Type of Figure in Bn.	Number of Figures in Bn.
Cavalry (DLC)	Cavalry	4	Cavalry	10
	Recon Co.	2	Armored Car	4
	Motorcycle	1	Motorcycle	10
	Tank Co.	1	Light	4
	Anti-Tank Co.	1	Light (25mm)	3
	Infantry	2	Infantry	15
	Artillery	1	Light (75mm)	3
	Artillery	1	Medium (105)	3
	Anti-Tank Co.	1	Medium (47mm)	2
	Engineer Co.	1	Engineer	4

Germany:

Herman Goring Panzer Division	Tank	1	Panther	14
	Tank	1	PzKw IV	14
	Assault Gun	2	Medium	7
	Anti-Tank	3	Heavy (75mm)	4
	Anti-Aircraft	3	Light (20mm)	7
	Anti-Aircmft	1	Light (37mm)	7
	Anti-Aircraft	2	Heavy (88mm)	4 or 5
	Infantry	7	Infantry	12
	Artillery	1	Light	3
	Recon	1	Medium	7
	Artillery	1	Medium	4
	SP Artillery	1	Medium	3
	Artillery	1	Heavy	2
	SP Artillery	1	Heavy	2
	Engineer	1	Engineer	12
Luftwaffe	Infantry	6	Infantry	11
	Artillery	1	Light	3
	Artillery	2	Medium	3
	Anti-Aircraft	1	Heavy (88mm)	3
	Anti-Tank	1	Heavy (75mm)	5
	Anti-Aircraft	1	Light (20mm)	3
	Engineer	1	Engineer	8
Panzer Grenadier	Infantry	6	Infantry	12
	Tank	1(41-43)	Medium	10
	Assult Gun	1(44-45)	Medium	9
	Anti-Tank	1	Medium or Heavy	9
	Recon	1	Armored Car	5
	Anti-Aircraft	1	Light (20mm)	9
	Artillery	2 (1 SP in 44)	Medium	3and4
	Artillery	1	Heavy (SP in 44)	3
	Anti-Aircraft	1	Heavy	2
	Engineer	1	Engineer	12
Volksgrenadier	Infantry	6	Infantry	11
	Anti-Tank	1	Heavy (75mm)	5
	Anti-Aircraft	1	Light	3
	Artillery	2	Light	4
	Artillery	2	Medium	3
	Artillery	1	Heavy	3

Discount Coupon

25¢ OFF on PANZER WARFARE, and/or
25¢ OFF on CHAINMAIL, and/or
25¢ OFF on GRAYHAWK, D & D Supplement

Subscriber's Name_____
Check here if a member of Strategists Club. This coupon must accompany your order . . . no substitutes!

COUPON EXPIRES 8-1-75

GEN CON VIII

ANOTHER BIG THREE-DAY EVENT!

FRIDAY 22 August -- from 11:00 a.m. until 11:00 p.m.
SATURDAY 23 August -- from 7:30 a.m. until 12:00 midnight
SUNDAY 24 August -- from 9:00 a.m. until 7:30 p.m.

HORTICULTURAL HALL, 330 Broad Street, Lake Geneva, WI 53147
(General Information Telephone Number: 414/248-6748, Gary Gygax)

AVALON HILL SAYS GENCON IS:
"the Premier American wargame convention"
"the nation's oldest wargame convention"

WE HAVE OCCASIONALLY HEARD CONVENTIONEERS SAY IT IS:
"!@#%&*!#%

BUT WE SAY GENCON IS:
"a hell of a lot of fun despite the work we have to do !"

COME ON AND SEE WHO IS RIGHT ABOUT IT!

- Miniatures
- Boardgames
- Exhibits
- Auctions
- Dealers
- Choice Hot Dogs

Exhibitors and Dealers should contact us as early as possible as space is at a premium, and late requests may not be able to be accommodated. Tactical Studies Rules, 542 Sage Street, Lake Geneva, WI 53147, or phone Gary Gygax at 414/248-6748

SPECIAL ! SPECIAL ! SPECIAL ! SPECIAL! SPECIAL !

WE CHALLENGE YOU TO PLAY THIS GAME OF DUELING BETWEEN TWO MIGHTY WIZARDS!

(But it will cost you $5.00 to take us up on it . . . . .)

As a special pre-publication offer we are making a very limited number of author-produced copies of WAR OF WIZARDS available to SR subscribers only -- and at a special price ! When the TSR version is released the price will be not less than $7.00, and it could be more, so you cannot go wrong. Better still, this version will be essentially the same as that we are now at work on, only a few details will be changed, and the system and spells will be exactly as found in the current edition.

WAR OF WIZARDS portrays the final showdown beween two powerful magic-users; two men face each other across a space some thirty paces long and ten wide, attacking and defending with their awesome abilities until one lies in the dust, defeated. This game is enjoyable as a separate contest, and it can be adapted for integration with such similar games as DUNGEONS & DRAGONS, CHAINMAIL, and the upcoming fantasy game PETAL THRONE.

ORDER YOURS NOW from TSR, $5.00 only, while they last!

THE FALL COPY OF SR IS THE MONSTER "MONSTER" ISSUE!

Also

- Adventures on Barsoom -- Warriors of Mars or D & D
- Recreating a deserted Martian city
- Further Organizations for Panzer Warfare
- A Napoleonic Battle Report of a 5mm Scale Game
- And More!

TACTICAL STUDIES RULES

TACTICAL STUDIES RULES OFFERS. . . .

CAVALIERS and ROUNDHEADS - English Civil War Miniatures Rules	$ 3.00
DUNGEONS & DRAGONS - Swords & Sorcery Wargaming with Paper and Pencil and Miniatures, 3 booklets, boxed	$ 10.00
GREYHAWK - Supplement 1 to DUNGEONS & DRAGONS	$ 5.00
TRICOLOR - The Napoleonic Wargame in Miniature	$ 5.00
WARRIORS OF MARS - The Warfare of Barsoom in Miniature	$ 5.00
STAR PROBE - The Game of Adventure, Exploration, and Conflict in Space	$ 6.00
CHAINMAIL - Rules for Medieval Miniatures	$ 5.00
TRACTICS - Rules for WW II Miniatures, 3 booklets plus charts, boxed	$ 10.00
PANZER WARFARE - Rules for WW II Mass - Armor Battles in Micro-Miniature Scales	$ 4.00
BOOT HILL - Rules for Man-to-Man Action of the "Wild West"	Coming Soon!
CLASSIC WARFARE - Four-Booklet Set of rules for the Ancient Period, from the Pharohs to the Byzantine Empire	Coming Soon!
Multi-sided Dice Sets - Each Set contains one 20-, 12-, 8-, 6-, and 4-sided die	$ 2.50
Miniature Figures - A complete line of Scruby Miniatures, including fantasy figures and No gauge (comparable to 15 mm), minimum order	$10.00

WATCH FOR MORE TITLES SOON TO BE RELEASED.

TSR pays all postage except on orders for under $25.00 worth of miniatures where there is a 5% of order cost postal charge. Wisconsin residents must add 4% Sales Tax. Send your order to:

TACTICAL STUDIES RULES
542 Sage Street
Lake Geneva, Wisconsin 53147

THE STRATEGIC REVIEW
542 SAGE STREET
LAKE GENEVA, WIS. 53147

Return Postage Guaranteed

First Class Mail

THIS ISSUE IS: